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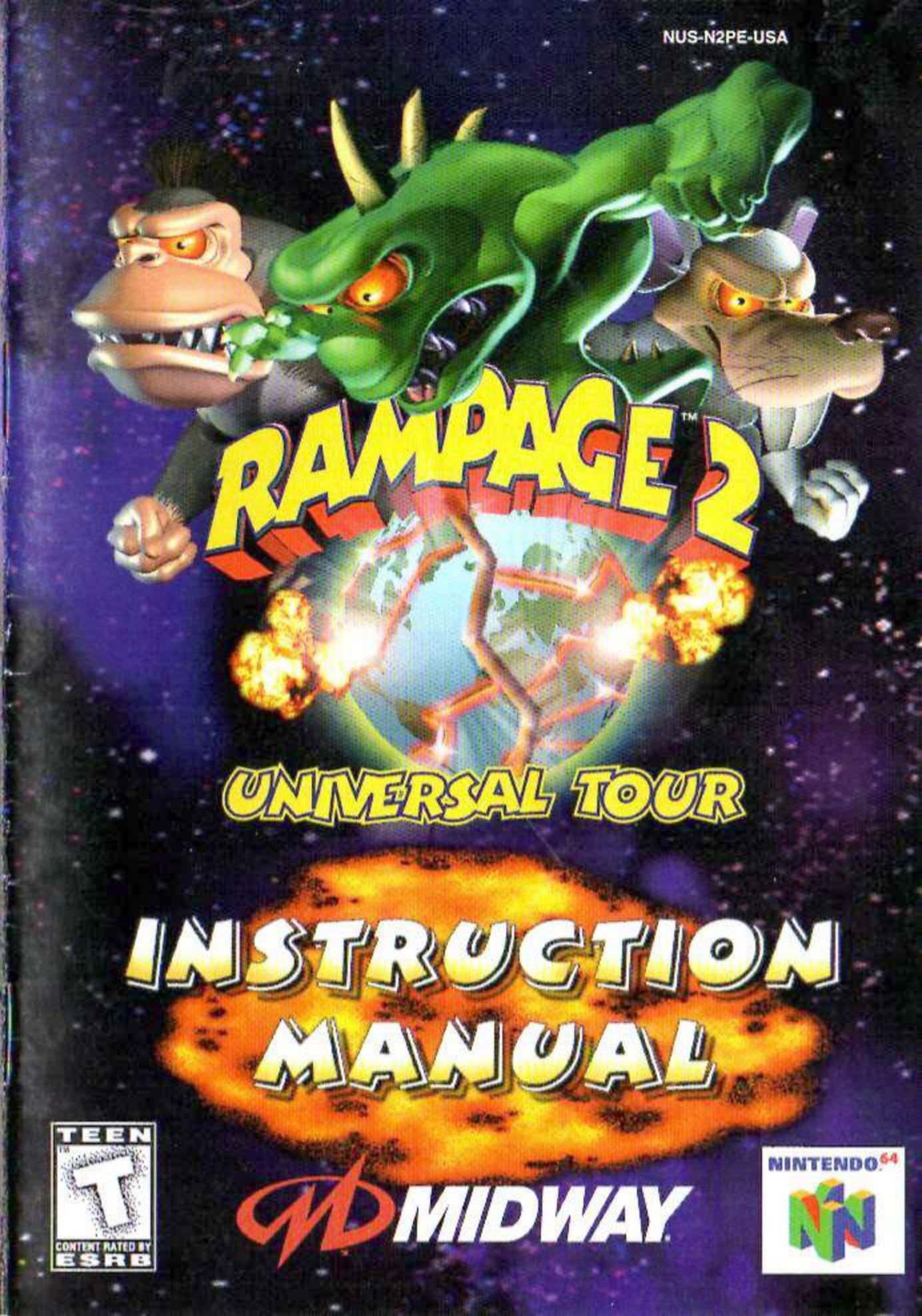

INSTRUCTION MANUAL

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CONTENT RATED BY ESRB

MIDWAY

NINTENDO 64

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OF REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

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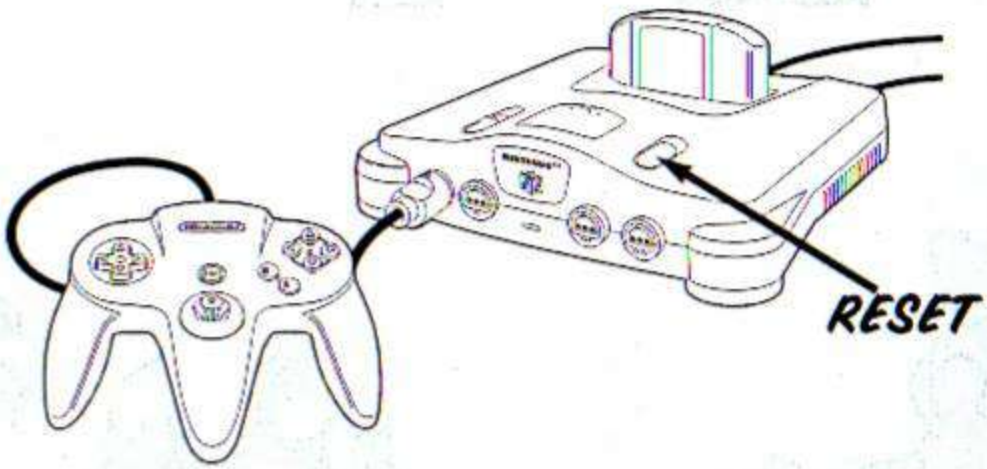
GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- TURN THE POWER **OFF** ON YOUR N64.
- INSERT THE GAME PAK INTO THE SLOT ON THE N64. PRESS FIRMLY TO LOCK THE GAME PAK IN PLACE.
- TURN THE POWER SWITCH **ON**. AFTER THE APPEARANCE OF THE TITLE AND LEGAL SCREENS, YOU MAY BYPASS AT ANY TIME BY PRESSING **START**.



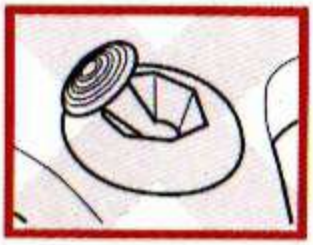
CONTROLLER PAK MENU

PRESS AND HOLD **START** UPON POWERING UP OR RESET TO ACCESS THE CONTROLLER PAK MENU. THIS WILL ALLOW YOU TO VIEW AND DELETE SAVED INFORMATION FROM A NINTENDO 64 CONTROLLER PAK.

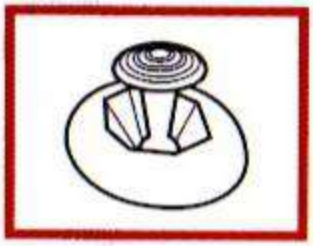
CONTROL STICK FUNCTION

THE NINTENDO 64 **CONTROL STICK** USES AN ANALOG SYSTEM TO READ THE ANGLES AND DIRECTIONS OF ITS MOVEMENT. THIS ALLOWS PRECISION CONTROL THAT IS NOT POSSIBLE USING THE CONVENTIONAL CONTROL PAD.

WHEN TURNING THE CONTROL DECK POWER **ON**, DO NOT MOVE THE CONTROL STICK FROM ITS NEUTRAL POSITION ON THE CONTROLLER.



IF THE **CONTROL STICK** IS HELD AT AN ANGLED POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) WHEN THE POWER IS TURNED **ON**, THIS POSITION WILL BE SET AS NEUTRAL. THIS WILL CAUSE GAMES USING THE **CONTROL STICK** TO OPERATE INCORRECTLY.

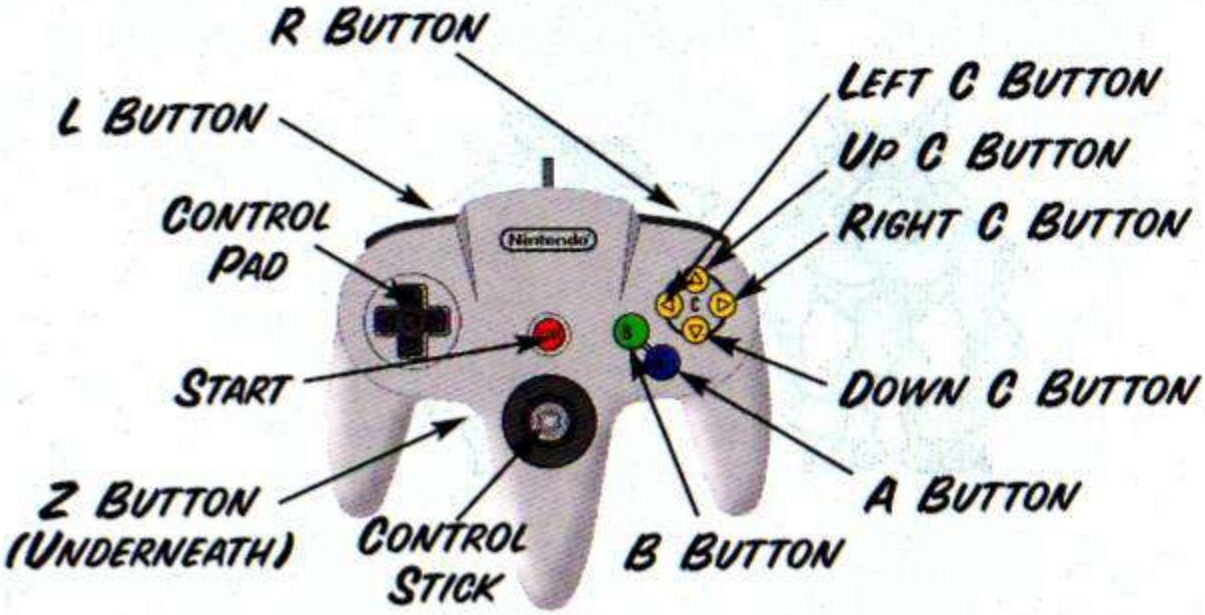


TO RESET THE NEUTRAL POSITION ONCE THE GAME HAS STARTED, LET GO OF THE **CONTROL STICK** SO IT CAN RETURN TO ITS CENTER POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) THEN PRESS **START** WHILE HOLDING DOWN THE **L** AND **R BUTTONS**.

THE **CONTROL STICK** IS A PRECISION INSTRUMENT. MAKE SURE NOT TO SPILL LIQUIDS OR PLACE ANY FOREIGN OBJECTS INTO IT. IF YOU NEED ASSISTANCE, CONTACT NINTENDO **CONSUMER ASSISTANCE AT 1-800-255-3700** OR YOUR NEAREST NINTENDO AUTHORIZED REPAIR CENTER.

CONTROLLER

BEFORE YOU BEGIN YOUR GAME FAMILIARIZE YOURSELF WITH THE CONTROLS.



MENU SELECTIONS

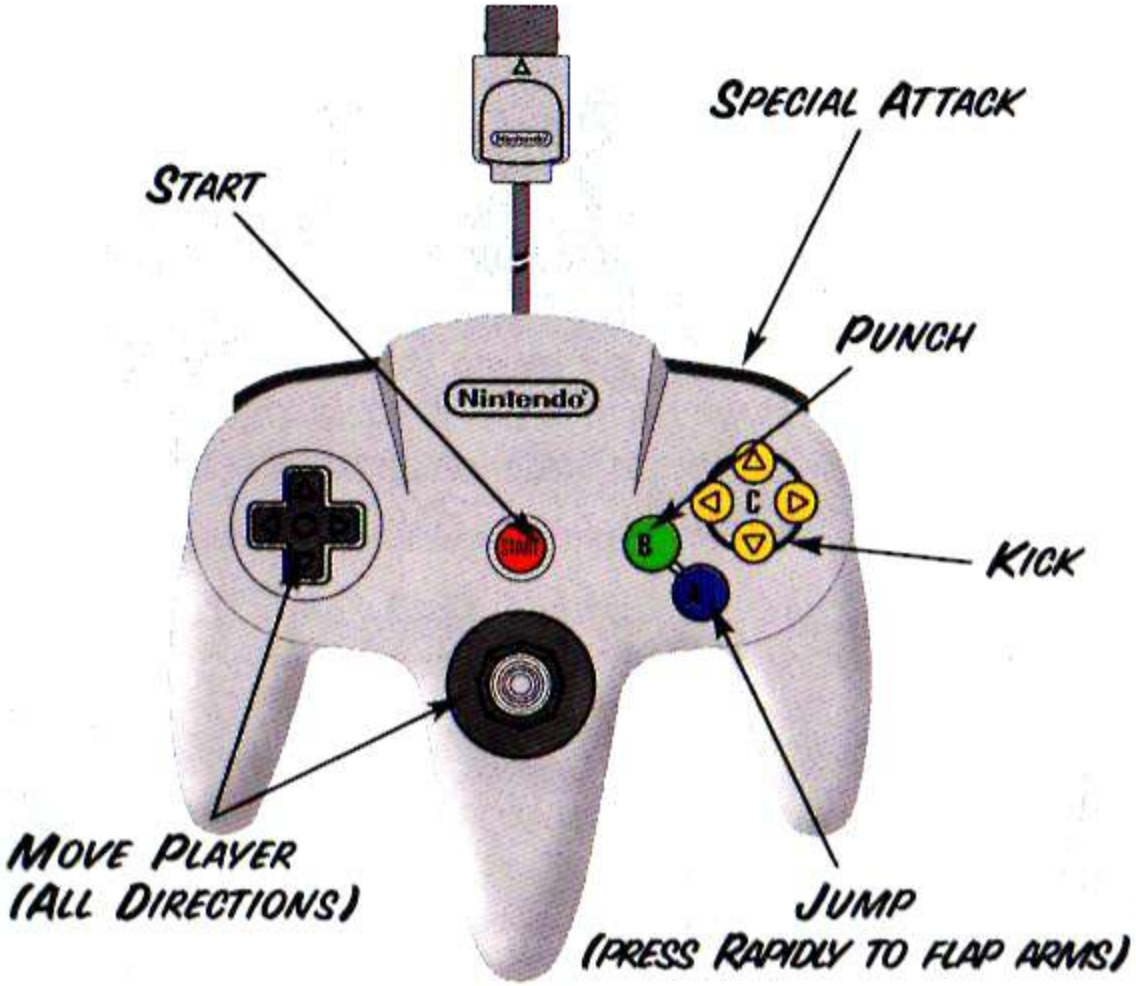
- CONTROL PAD OR CONTROL STICK UP, DOWN, LEFT OR RIGHT TO HIGHLIGHT OR TOGGLE OPTIONS
- PRESS THE A BUTTON TO SELECT OPTIONS
- PRESS THE B BUTTON TO GO BACK TO A PREVIOUS MENU.

PRESS START TO PAUSE THE GAME.

TO QUIT A GAME IN PROGRESS, PRESS START. THE CONTINUE/QUIT MENU WILL APPEAR. SELECT "QUIT", THEN SELECT "YES" TO EXIT THE GAME, OR SELECT "NO" TO RETURN TO YOUR GAME.

DEFAULT CONTROLS

DEFAULT CONTROLLER CONFIGURATION



SEE CONTROLS, PG. 11, FOR MORE INFORMATION REGARDING OTHER CONTROLLER CONFIGURATIONS. RAMPAGE 2: UNIVERSAL TOUR SUPPORTS THE RUMBLE PAK AND CONTROLLER PAK. BOTH CAN BE USED DURING THE GAME, BUT MAKE SURE YOU FOLLOW THE ON-SCREEN INSTRUCTIONS TO ENSURE THAT YOU ARE SWAPPING PAKS AT THE APPROPRIATE TIMES. FAILURE TO DO SO COULD RESULT IN DAMAGE TO YOUR PAKS AND CAUSE YOU TO LOSE DATA.

RESCUE MISSION

THE ORIGINAL THREE MONSTERS GEORGE, LIZZIE AND RALPH HAVE BEEN CAPTURED BY EARTH'S FORCES. GEORGE IS BEING HELD CAPTIVE IN AMERICA, LIZZIE IN ASIA AND RALPH IN EUROPE. AS THE WORLD BREATHES A SIGH OF RELIEF, THREE NEW MONSTERS APPEAR ON THE SCENE. THEIR GOAL IT SEEMS IS TO RESCUE THE OTHER MONSTERS AND START THE RAMPAGE ALL OVER AGAIN!

BORIS IS A GIGANTIC RHINOCEROUS WITH BRUTE STRENGTH AND A LARGE HORN ON HIS FACE. RUBY IS A HIDEOUS RED LOBSTER WITH A SET OF CLAWS THAT'LL CRACK OPEN A BUILDING LIKE IT WAS A WALNUT! AND CURTIS IS A GIANT RAT WITH HUGE TEETH CAPABLE OF GNAWING THROUGH BOTH CONCRETE AND STEEL!

EMERGING FROM ANOTHER SCUMLABS INTERNATIONAL ACCIDENT, THE TRIO START THE WORLDWIDE DESTRUCTION ALL OVER AGAIN! THESE THREE MONSTERS ARE ENOUGH TROUBLE ON THEIR OWN, BUT IF THEY SUCCEED AND RESCUE THEIR PREDECESSORS, IT COULD MEAN THE END OF THE PLANET!

STRANGE SIGHTINGS OF UFOS AND OTHER EXTRATERRESTRIAL THINGS HAVE BEEN REPORTED ACROSS THE GLOBE. COULD ALIENS BE BEHIND THIS? OR ARE THEY SIMPLY TAKING ADVANTAGE OF THE CURRENT SITUATION IN ORDER TO HELP ACCOMPLISH SOME SORT OF GOAL? WILL THE MONSTERS SEE THEM AS WELCOME VISITORS OR AS UNWANTED PESTS?

MAIN MENU

During the Demo or at the Title Screen, press **START** to view the Main Menu. Here's what you'll find:

START GAME

When you select this, you'll go to the Character Selection Screen to start a new game (see **Monster Selection**, pg. 12)

SAVED GAMES

If you have a Controller Pak inserted in your controller, you can use this option to select one of your saved games and continue your path of destruction (see **Saved Games**, pg. 10)!

PASSWORD

Enter passwords to unlock secrets (see **Passwords**, pg. 9)!

OPTIONS

Choosing this will take you to the Options Menu (see **Options Menu**, pg. 11).

PASSWORDS

PASSWORDS WILL ALLOW YOU TO ACCESS HIDDEN CHARACTERS AND OTHER SECRETS IN THE GAME. WHEN YOU ARE GIVEN A PASSWORD, REMEMBER TO WRITE IT DOWN SO YOU DON'T FORGET IT!

TO ENTER A PASSWORD, PRESS THE **CONTROL PAD LEFT** OR **RIGHT** TO REACH THE DIFFERENT COLUMNS. ONCE YOU ARE AT THE COLUMN YOU WANT TO BE AT, PRESS **UP** OR **DOWN** TO TOGGLE THROUGH THE DIFFERENT LETTERS.

IF THE PASSWORD YOU ENTERED IS CORRECT YOU WILL HEAR A TONE WHICH MEANS THE PASSWORD IS ACCEPTABLE. YOU'LL KNOW YOU GOT IT RIGHT WHEN YOU HEAR THE TONE AND THE GAME TAKES YOU BACK TO THE MAIN MENU. IF NOTHING HAPPENS, YOU ENTERED AN INCORRECT PASSWORD.

SAVED GAMES

When you select Saved Games, you will see a display of all games you have previously saved to your Controller Pak. You must have games saved on your Controller Pak to use this option.

To select a certain saved game, press the **Control Pad Up** or **Down** to highlight the saved game you want to use, then press the **A Button** to activate the saved game. You'll then start the game at the level you last saved.

After completing the level after every bonus round, the game will ask you if you'd like to save your progress. If you choose to save your current game, highlight **YES** and press the **A Button**. If there is NOT enough room on your Controller Pak, the game will prompt you to delete a saved game. To do this, select what game you would like to delete and press the **A Button**. The game will overwrite the last game and replace it with the new one.

IMPORTANT WARNING

Do not remove the Controller Pak or the Rumble Pak from the Controller unless instructed to do so. Doing so may cause the game to operate improperly and/or cause damage to the Pak.

OPTIONS MENU

Customize your game with the features you'll find in the Options Menu. Select the option you want, then press the **A Button**.

CONTROLS

Once selected, press the **Control Pad Left** or **Right** to view and select from the available controller configurations. When you find the configuration you want, select **Exit**, then press the **A Button**.

SOUND

After selecting this option, you can adjust the volume of the game's **Effects Volume** and **Music Volume**. Highlight either option, then press the **Control Pad Left** or **Right** to raise or lower the volume.

GAME MODES

Damage Friends, Share Lives and Difficulty of the game. Press the **Control Pad Left** or **Right** to cycle the option, then press the **A Button**.

MONSTER SELECTION

After you select **Start Game** from the Main Menu, you will be able to choose how many players will be in the game. After you make your decision (One, Two or Three Players) you will then be taken to the Character Select screen. Press the **Control Pad Up, Down, Left** or **Right** to toggle through the different characters of the game. As you destroy each continent, you will be given a password that will unlock an additional character.

When you've highlighted your character, press the **A Button** or **Start** to begin. If you change your mind as to which character you want (in multi-player mode), press the **A Button** to deselect the character and try again. After all players have selected their characters the destruction will begin.

Each Character has its own strengths and weaknesses, as well as its own special attack move. Along with their own special attack, each monster has a unique food (a **Mega Food**) that will give your health and power bars a super boost. For more information on the characters, please see **The Wrecking Crew** on pages 18-19.

AS THE WORLD HURTS

THROUGHOUT YOUR GAME, COUNTLESS TANKS, PLANES & SOLDIERS WILL FIRE ON YOU WITH THEIR WEAPONS. THESE BULLETS AND MISSILES WILL CAUSE YOUR **HEALTH METER** (GREEN BAR) TO DIMINISH.

TO HELP RE-GAIN HEALTH, EAT THE PEOPLE YOU SEE OR LOOK FOR FOOD WHEN YOU TRASH A BUILDING. SOME THINGS AREN'T GOOD FOR YOU AND WILL CAUSE YOU TO VOMIT.

BE CAREFUL OF THESE ITEMS BECAUSE THEY MAKE YOUR HEALTH METER GO DOWN AS WELL. YOU CAN ALSO MAKE YOUR OPPONENTS HEALTH GO DOWN BY GETTING INTO A FIGHT WITH THEM. PUNCH AND KICK AND COME OUT THE WINNER!

YOU ALSO HAVE A **POWER METER** (PINK BAR BELOW THE GREEN ONE). WHEN THE METER IS FULL, PRESS THE **R BUTTON** TO ACTIVATE YOUR CHARACTER'S SPECIAL ATTACK! YOUR POWER METER WILL RISE AS YOU COLLECT POWER-UP ICONS AND EAT PEOPLE. EACH CHARACTER HAS THEIR OWN UNIQUE SPECIAL ATTACK TO DESTROY BUILDINGS FASTER!

BELOW THE METERS YOU'LL FIND YOUR CHARACTER'S **SCORE**. WHEN YOU AREN'T DESTROYING THINGS, YOUR CHARACTER'S NAME AND REMAINING **LIVES** WILL APPEAR.

ATTACKS AND MOVES

As mentioned before, each monster has a Power Meter (see As The World Hurts, Pg. 13). In order to use your character's Special Attack your Power Meter must be full. When the Power Meter is full it will flash on the screen. To activate your character's Special Attack, press the R Button. Once activated, your character will proceed to demolish whatever it can!

There are also certain attacks that every character can do. These are accomplished by pressing either Punch or Kick in combination with the Control Pad or Control Stick (depending on your preference). Here are the basic attacks each character can perform:

Uppercut:	Up + Kick button
Straight Punch:	Any direction + Punch button
Straight Kick:	Kick button
Flying Kick:	Kick button (while in the air)
Building Smash:	Kick button (while hanging on side of building)
Grab/Eat Stuff:	Any direction + Punch button
Building Stomp:	Hold Down while tapping Jump button (must be on the building's roof)

POWER UPS

So after you've busted open that hole in the building, you might be tempted to grab whatever object it is that you see. Make sure you know what things are good for you and what things are bad. Some Power-Ups are good for health. Others are good for super strength, extra time, added safety and there are some that will make you sick to your stomach!

Super Strength Icons: These icons will give you tremendous strength for a short period of time.

Health Boost Icons: These are things that are good for you to eat and will help you gain health.

Vomit Inducing Icons: Beware of eating these or you're going to be sick!

Point Earning Icons: Each of these has a specific point total when you grab one.

Various other icons are hidden in buildings. Some will give you a Safety Bonus, some are Mega Foods. Some will give you More Time and others will help you knock down buildings or knock you off the building!

DAMAGE TOTALS

Upon leaving a city in ruins, your monster's face will appear with damage totals below him/her/it. The totals are broken down into three catagories: **Building Destruction**, **Vehicle Destruction** and **Human Consumption/Destruction**.

Appearing as road signs, these totals are tallied up for each character as bars. The higher the bar, the better your rampage was. The lower the bar, well you get the idea.

If you were the top monster (for example, in a three-player game) of the battle, your monster will smile it's ugly face off while your opponents' faces will frown with sadness.

Throughout the game, you can earn points by bashing and trashing whatever city is unlucky enough to have you visit. Punch buildings, vehicles and whatever you feel like to earn extra points.

When attempting to free a captured comrade, you must completely demolish the city before you can free them. After the city is destroyed, you are then capable of busting them out of their concrete and steel enclosure.

HINTS

EVEN GIANT, MUTATED MONSTERS NEED HELP EVERY NOW AND THEN. HERE'S SOME HINTS TO HELP FEED YOUR DESTRUCTIVE APPETITE!

- GOOD FOOD WILL HELP RESTORE YOUR HEALTH. BAD FOOD WILL HURT YOU AND MAKE YOU VOMIT.
- GRAB OBJECTS IN WINDOWS FOR MORE POINTS.
- TANKS ARE EARTH'S STRONGEST WEAPONS. IF ONE SHOWS UP, NAIL IT FIRST!
- HIT THE **JUMP BUTTON** RAPIDLY TO FLAP YOUR ARMS AND FLY!
- BE CAREFUL AROUND WATER, TOO MUCH CAN HURT YOU.
- REMEMBER TO USE YOUR SPECIAL ATTACK TO HELP DEMOLISH THE CITY FASTER!
- DON'T PLAY WITH YOUR FOOD, EXCEPT WHEN TOLD TO!
- DON'T PLAY FAVORITES...DESTROY EVERYTHING YOU CAN!
- PEOPLE GIVE YOU THE MOST POWER. EAT AS MANY AS YOU CAN!
- DON'T HANG AROUND WASTING TIME OR YOU'LL PAY. HURRY UP AND MOVE ON!
- LOOK BEFORE YOU EAT WHEN IT COMES TO LOOTING.
- LOOK FOR SPECIAL ORBS. GREEN WILL GIVE YOU FULL HEALTH & PINK WILL GIVE YOU FULL POWER!

THE WRECKING CREW

NAME: **BORIS**

SUPER POWER: **RHINO CHARGE**

MEGA FOOD BOOST: **SALAD**

NAME: **RUBY**

SUPER POWER: **LOBSTER CAN OPENER**

MEGA FOOD BOOST: **FISH**

NAME: **CURTIS**

SUPER POWER: **RAT BOTTOM FEEDER**

MEGA FOOD BOOST: **CHEESE**

THE WRECKING CREW

NAME: LIZZIE

SUPER POWER: FIRE BREATH

MEGA FOOD BOOST: EGGS

NAME: GEORGE

SUPER POWER: APE STOMP

MEGA FOOD BOOST: BANANAS

NAME: RALPH

SUPER POWER: WOLF HOWL

MEGA FOOD BOOST: STEAK

HIGH SCORES

PLAYER 1	PLAYER 2	PLAYER 3

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